

THE BERSERKER

Level	Proficiency Bonus	Rages	Rage Damage	Features
1st	+2	2	+2	Rage, Fast Movement, Weapon Mastery, Campaigner
2nd	+2	2	+2	Danger Sense, Reckless Attack
3rd	+2	3	+2	Primal Path, Primal Knowledge, Weapon Proficiency.
4th	+3	3	+3	Ability Score Improvement or Feat, Primal Instinct
5th	+3	3	+3	Extra Attack, Brutal Critical
6th	+3	4	+3	Primal Path Feature, Relentless Rage, Weapon Proficiency
7th	+4	4	+4	Furious Charge, Indomitable Might
8th	+4	4	+4	Ability Score Improvement or Feat, Primal Path Feature
9th	+4	5	+4	Weapon Proficiency, Primal Knowledge (2)
10th	+5	5	+5	Primal Path Feature, Brutal Critical (2), Extra Attack (2), Persistent Rage

BERSERKER

[Insert Class Description Here]

HIT POINTS

Hit Dice: 1d12 per Berserker level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 5) + your

Constitution modifier per Berserker level after 1st

PROFICIENCIES

Armor: light armor, medium armor, and shields

Weapons Training

Proficient: All simple and 4 martial weapons.

Specializations: Choose 3 weapons from among those in which you are proficient.

Tools: None

Saving Throws: Strength, Constitution

Skills (choose two): Animal Handling, Athletics, History, Intimidation, Perception, Religion, and Survival.

Skills Specialties: Choose one Skill Specialty from among your skill proficiencies.

STARTING EQUIPMENT

You start with the following items, plus anything provided by your background. Choose a or b from each row

- (a) a greataxe or (b) any martial melee weapon
- (a) two handaxes or (b) any simple weapon
- An explorer's pack, and four javelins, studded leather armor

Alternatively, you may start with 3d4 × 10 gp to buy your own equipment.

MULTICLASSING

Ability Score Minimum: Strength 13

When you gain a level in berserker for the first time after already having another class, you gain only some of that class's starting proficiencies and none of its starting equipment.

Armor: Shields

Weapons Training

Proficiency: All simple weapons.

Specialization: Up to any 3 weapons

(If your previous class grants starting specializations, subtract that number from 3. This is how many specializations you gain.)

CLASS FEATURES

RAGE

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll. This bonus increases as you level.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You cannot activate magical items.
- If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute (10 rounds). It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the maximum number of times for your barbarian level, you must finish a long rest before you can rage again.

FAST MOVEMENT

Starting at 1st level, your speed increases by 10 feet while you aren't wearing heavy armor.

WEAPON MASTERY

Choose a weapon in which you are specialized. You may use that weapon's mastery feature once per turn as part of the attack action. You may use the weapon proficiency you gain at 9th level to unlock a second weapon mastery.

CAMPAIGNER.

Berserkers know how to carry a weapon so that it doesn't weigh them down as much. Choose a weapon in which you are proficient, it costs 1 less encumbrance slot for you (minimum 0). This benefit can only be used in regard to one weapon at a time.

DANGER SENSE

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, incapacitated, or restrained.

RECKLESS ATTACK

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you Advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have Advantage until your next turn.

PRIMAL PATH

At 3rd level, you choose a path that shapes the nature of your rage from the list of available paths: Path of Vanguard, Path of the Raider, and Path of Ancestral Guardian. Your choice grants you features at 3rd level and again at 6th, 8th, and 10th levels.

PRIMAL KNOWLEDGE

When you reach 3rd level and again at 9th level, you gain proficiency in an additional skill of your choice from the list of skills available to berserkers at 1st level.

WEAPON PROFICIENCY

At 3rd level, you gain an additional weapon proficiency. You may use this to choose one martial weapon in which to be trained, or to specialize in a weapon in which you are already proficient. You gain another weapon proficiency to use in the same way at 6th level and 9th levels. You may use the 9th levels weapon proficiency to unlock the weapon mastery of a weapon in which you are specialized.

ABILITY SCORE INCREASE OR FEAT

At 4th level, berserkers (and all classes) may choose one of the following two options:

- **Ability Score Increase:** You may increase one ability score by +2 or two different scores by +1 each (to a maximum of 18) each.

- **Feat:** Choose a feat from the available feat list for which you meet the prerequisites.

You gain this benefit (choosing again) at 8th level (with your ability score maximum raising to 20).

PRIMAL INSTINCT

By 4th level, your instincts are so honed that you have Advantage on initiative rolls.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. This increases to 3 times at 10th level.

BRUTAL CRITICAL

Beginning at 5th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 10th level

RELENTLESS RAGE

Starting at 6th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can use your Reaction to make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a Long rest, the DC resets to 10.

FURIOUS CHARGE

Starting at 7th level, as part of the Bonus Action you take to enter your rage, you can move up to half your speed (rounded down).

INDOMITABLE MIGHT

At 9th level, if your total for a Strength-based ability check is less than your Strength score, you can use that score in place of the total.

PERSISTENT RAGE

At 10th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

PRIMAL PATHS

PATH OF THE RAIDER

Some people just like to fight, to deal damage and suffer damage, and take what they can by means of their might and ferocity. Berserkers who follow the Path of the Raider are tapping into a tradition of buccaneers and bandits who filled their ranks with wildmen and wildwomen who through caution to the wind to inflict as much harm as possible. How you put this knowledge to use, it up to you, but will your grandfather's bones be satisfied?

UNARMORED DEFENSE

Starting at 3rd level, while you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

FRENZY

Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a Bonus Action on each of your turns after this one. When your rage ends make a Constitution saving throw against DC 11 or you suffer one level of Exhaustion.

MINDLESS RAGE

Beginning at 6th level, you can't be *charmed* or *frightened* while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage. Furthermore, you can dash as a Bonus Action while you are raging.

INTIMIDATING PRESENCE

Beginning at 8th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be *frightened* of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the *frightened* creature until the end of your next turn. Constructs, undead, and oozes cannot be targeted with this ability. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

RETALIATION

At 10th level, once per turn, when you take damage from an adjacent creature, you can use your Reaction to make a melee weapon attack against it. If you hit it, you deal an extra die of damage.

PATH OF THE VANGUARD

Not all soldiers favor tactical considerations and strategic concerns, some have been trained to strike shock and awe into enemy troops by leading the advance with such ferocity as to delay an enemy army's advance or even break their ranks before the battle has fully engaged. Other times, the vanguard are simply meant to serve as a sacrifice, proudly displaying their side's colors as they seek to do as much damage to the enemy before inevitably dying themselves. The tradition of the vanguard is common to the Inchoate Empires, but was also a part of Celestrune Imperial forces, and some soldiers still follow this tradition in Makrinos.

DREADNOUGHT

You gain heavy armor proficiency. You still may not use your Fast Movement feature while in heavy armor, but while wearing it you gain Advantage on all saves to resist being Pushed (or other forms of forced movement) or knocked prone, and at the beginning of your turn you may dig in, making your Speed 0. If you do so, you may add your Constitution modifier to your Armor Class until the beginning of your next turn.

PRIMAL ALACRITY

The vanguard is always ready to fight. Upon taking the Path of the Vanguard at 3rd level, you may add twice your Dexterity modifier to your Initiative roll.

LEVELING CHARGE

Starting at 6th level, you can make a furious charge at enemies, breaking their ranks. Once per turn, choose a Large or smaller creature that you can see and can reach that turn. If you make a successful weapon attack against the chosen creature after moving at least 20 feet you deal an additional die of weapon damage and you can attempt to knock that creature to the ground. The target must make a Strength saving throw or fall prone. If you are wielding a weapon with the Topple mastery feature you can access and choose to use it, the creature makes the save at Disadvantage. If the creature rolls a natural '1' you may also choose to knock it back 10 feet.

At 10th level, you can use a Bonus Action to attempt to knock down a creature that is within your reach that you pass during your Leveling Charge.

ANGRY BURST

Starting at 8th level, while raging you can let out a pent-up burst of angry energy, knocking away anyone adjacent to you. You may use the Attack action (or if you're able to make multiple attacks with the Attack action, this attack replaces one of them) to force every adjacent creature to make a Strength Saving throw (DC 8 + Strength Modifier + Proficiency bonus) or be knocked back 5 feet. Anyone who fails the save by 5 or more is also knocked prone. Creatures more than one size larger than you gain Advantage on the save and those more than one size smaller than you save with Disadvantage. Once you use this ability, you cannot use it again until after a Short or Long Rest.

TRAMPLING BULLRUSH

At 10th level, you can barrel over foes and break their line. As an Action you can move up to twice your Speed in a straight line. If at any time along the chosen path you enter into a Large or smaller sized creature's space, it may use its Reaction to move up to 5 feet out of your way. Otherwise, it must make a Strength saving throw (DC 8 + Strength Modifier + Proficiency bonus) or fall prone and take 1d4 + Strength bludgeoning damage. If it makes the save, you push past them and keep going. The creature may still use its Reaction to make an

opportunity attack. You cannot end your movement in an enemy space. Furthermore, if you are in heavy armor, any successful opportunity attack made against you while making the bullrush only deals half damage. Lastly, once you are finished your rushing movement, you may use a Bonus Action to make one melee attack against a creature within reach. Once you use this ability, you cannot use it again until after a Short or Long Rest.

PATH OF THE ANCESTRAL GUARDIAN

After the 13 Gods, the most commonly revered spirits throughout the world are ancestral spirits. Families often have shrines to their ancestors in their homes, sometimes as part of a larger shrine to Almathea (Goddess of Hearth & Home). Some berserkers are raised to foster a religious fervor, joined by the warriors of their family's past that linger in the world as mighty spirits, who can guide and protect the living. When a berserker who follows this path rages, the berserker contacts the spirit world and calls on these guardian spirits for aid.

Berserkers who draw on their ancestral guardians can better fight to protect their families and their allies. In order to cement ties to their ancestral guardians, berserkers who follow this path cover themselves in elaborate tattoos that celebrate their ancestors' deeds. These tattoos tell sagas of victories against terrible monsters and other fearsome rivals.

HISTORICAL MEMORY

Starting at 3rd level when you take the Path of the Ancestral Guardian, you gain proficiency in History and Skill Specialization in genealogy.

SPIRITUAL WARRIOR

Starting at 3rd level when you take the Path of the Ancestral Guardian, whenever you go into rage, a spiritual warrior appears to aid your cause. The spirit appears in an unoccupied space up to 60 feet away. It appears as a translucent form in the traditional warrior dress of your heritage, wielding a sacred weapon. On your turn, the ancestral spirit can make a melee attack against a creature adjacent to it at your command and continues to do so each round until you command it otherwise or that target is defeated. It uses your Attack modifier, and on a hit, the target takes force damage equal to $1d8 + \text{Strength modifier}$. As a Bonus Action on your turn, you can move the spiritual warrior up to 30 feet. The spiritual warrior can grant flanking to you or your allies. It can be banished or dispelled (treat it as spell effect of a level equal to half your berserker level, rounded up) and disappears when your rage ends.

SPIRIT SHIELD

Beginning at 6th level, the guardian spirits that aid you can provide supernatural protection to those you

defend. If you are raging and another creature you can see within 30 feet of you takes damage, you can use your Reaction to move your Spiritual Warrior adjacent to the creature and interpose itself, reducing that damage by $2d6 + \text{your Wisdom modifier (minimum 0)}$. When you reach 8th level damage is reduced by $3d6$ and by $4d6$ at 10th level.

CONSULT THE SPIRITS

At 8th level, you gain the ability to consult with your ancestral spirits. When you do so, you cast the *augury* or *clairvoyance* spell as a ritual, without using a spell slot or material components. Rather than creating a spherical sensor, this use of clairvoyance invisibly summons one of your ancestral spirits to the chosen location. Wisdom is your spellcasting ability for these spells. After you cast either spell in this way, you can't use this feature again until you finish a Long Rest.

VENGEFUL ANCESTORS

At 10th level, your ancestral spirits grow more powerful. Your Spirit Warrior damage increases to $2d8$ modified by your strength and unlocks the weapon mastery for the sacred weapon. Furthermore, when you use your Spirit Shield to reduce the damage of an attack, the attacker takes an amount of force damage equal to the damage that your Spirit Shield prevents.